

☆ C16 / Plus 4 ☆  
☆ Handbook ☆  
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Issue 3  
June

H + D

### EDITORIAL

Welcome to issue 3 of the C16/PLUS 4 handbook. Firstly the good news, this handbook is now our third best seller of the handbooks we produce behind the very popular Adventurers and Spectrum Arcade handbooks. The bad news is that although readership is well up for this issue there has been a definite decline in game playing hints received when compared with issues 1 and 2. So make sure that for issue 4 you get your hints, pokes and maps sent in. More good news, is that we have had our first program listings of which we hope there will be more.

We try to cram as much in the handbooks as we can and if you have any items you believe we should include let us know and we will do our best to incorporate any suggestions into our forthcoming issues.

### FRONT COVER

Our thanks this issue go to F. Bissett of London for her excellent front cover design.

If you believe you can measure up to the challenge of designing a front cover we'd be happy to hear from you. All designs we publish receive a small token of our thanks.

### ISSUE 2 SOFTWARE WINNER

K. Livesy of Glasgow, wins himself last issues £8.00 worth of software that was on offer.

### WANTED YOUR ORIGINAL HINTS/POKES/MAPS.

The success of a handbook like this relies in the main on a cross flow of information between its readers. The more contributions the better the handbook. Many contributors now find that even if they don't win the main £8 worth of prizes they may receive some small token of our thanks. We will always try to reward any contribution that has obviously taken time and effort to produce.

A new system we introduce this issue is to encourage our readers to try and put together information on specific games. We list against each game what we'd like to see whether it be hints, pokes or maps. This doesn't mean to say that if you have any tips for games we don't list that you can't send them in because if we haven't published the tips previously we would still like to have them.

The following conditions still apply:

1. POKES Always include any associated information on how to enter the Poke.
2. HINTS Write as neatly as possible as our interpretation of hand writing may sometimes lead to mistakes.
3. MAPS Maps should be no bigger than A4 size, although you can have various parts of a map on separate sheets as long as it still makes sense. if you wish your maps returned please enclose a stamp addressed envelope.

We are on the lookout for:-

Moon buggy (p) Skramble (p) Ace (h,p) Pancho (h,p) Enigma (h,p,m) corman (h,p) Gullwing Falcon (p) Kung fu Kid (h,p) Gunslinger (h,p) Tom Thumb (h,p,m) Bongo (h,p) Rescue from Zylon (h,p) Reach for the sky (h,p) Pharoahs Tomb (h,p,m) Pogo Pete (p) Manic Miner (p) Space Pilot (h,p,m) Mr. Puniverse (p) Cyborg (p) Plus anything else you believe might be of interest.



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**GENERAL NEWS AND GOSSIP**  
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**C16/PLUS 4 JOYSTICK ADAPTOR**

If you like us have been totally frustrated by the poor response of the Commodore joystick you get with the machine, fret no longer there is help. We are able to get hold of a C16/PLUS 4 joystick adaptor that simply plugs into the existing joystick port and has a standard nine pin connection which allows you to attach any of the popular nine pin joysticks, ie. Quickshots, Gunshots and reviewed this issue the Konix Speed King.

The adaptors are superb value and we are able to supply them at a price of only:  
 £2.95 (including postage and packing)

**SUPERBASE**

Superbase is a utility for a small business, but can be used for home accounts as well. It has been readily available on the C64 and it is apparently now going to be produced for the PLUS 4. If you have heard any news concerning this utility please get in touch.

\*\*\*\*\*  
**SOFTWARE NEWS AND GOSSIP**  
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**C16/PLUS 4 SOFTWARE RELEASES**

Things have been very quiet on the software release score for the past 4 or 5 weeks but there are some interesting games planned in the near future. Elite who released Airwolf quite a time ago and more recently the disappointing Commando are still advertising that C16/PLUS 4 versions of Bomb Jack Paperboy and GhostS 'n' Goblins will be available of the 3 only Bomb Jack is currently available on any of the other popular machines so we could be in for a long wait.

Anco are hyping Winter Events which still has not appeared but if there screen shots are anything to go by we should be in for a real treat. Also hopefully in time for Mexico is the planned US Gold release World Cup Carnival.

**WORLD CUP FEVER**

You may have seen ads for the new US Gold World Cup simulation 'World Cup Carnival', US Gold are confident that as World Cup fever reaches fever pitch during the summer this game will go to the top of the charts. US Gold claim that they've already received advanced orders for 100,000 copies of the game which will run on the C64/128, Amstrad, Spectrum and C16/Plus 4.

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**READERS SECTION**  
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**MESSAGES**

'Hi Sarah and Lisa, I love you both but I don't s'pose you would both go out with me at the same time - Your Computer Freak !!!!!

We hope all 3 will be very happy!

**C16/PLUS 4 TOP 20**

Below are the Top 20 Best Selling Titles for W/E 10th May 1986. (As compiled by Gallup)

POS	TITLE	PUBLISHER	R.R.P.
1.	Mr Puniverse	Mastertronic	1.99
2.	Big Mac	Mastertronic	1.99
3.	Rockman	Mastertronic	1.99
4.	Commando	Elite	6.95
5.	BMX Racers	Mastertronic	1.99
6.	Formula One Simulator	Mastertronic	1.99
7.	Tutti Frutti	Mastertronic	1.99
8.	Bandits at Zero	Mastertronic	2.99
9.	Vegas Jackpot	Mastertronic	1.99
10.	Sky Hawk	Bug Byte	2.99
11.	Squirm	Mastertronic	1.99
12.	Winter Olympics	Tynesoft	6.95
13.	Panik	Atlantis	2.99
14.	C16/PLUS 4 Classics II	Gremlin	9.95
15.	Spectipede	Mastertronic	1.99
16.	A.C.E.	Cascade	9.95
17.	Football Manager	Addictive	6.95
18.	Kung Fu Kid	Gremlin	6.95
19.	Manic Miner	Software Projects	5.95
20.	Cave Fighter	Bubble Bus	2.99

**READERS TOP 10**

As far as you are concerned the above may not be your personal favourites, we will be happy to receive anyones favourite top 10, and we will compile any we receive before the next publication date into a special readers Top 10.

**HIGH SCORES**

We aim to start a league table of High Scores for specific games. The scores must be legitimate and accomplished without any cheats, pokes etc. Each issue we will print the high score for the games and its up to you to improve on them. Below is a list of games we wish you to send in your high scores for:-

- REACH FOR THE SKY
- XARGON WARS,
- XARGONS REVENGE
- MONKEY MAGIC
- COMMANDO
- SPACE PILOT
- GUNSLINGER
- MANIC MINER
- SQUIRM
- BONGO

These are the top ten games we wish scores on, but please feel free to send in your high scores on any other games.

**READERS RECOMMENDATIONS**

E. McNeill of Birmingham who kindly sent us some info for this issue has the Audogenic home office program in which you get a very good word processor and database, it costs a mere £8.00 and is good value.



## READER FEEDBACK

J. Barnsley of Stafford had the following comments:  
As you are about one year old do you not think that it would be a good idea to have a logo. I have designed a simple logo with suggested colours. Simple because it can simply be reproduced to make a badge and for a relatively low cost they could be offered for sale to members to recover production costs with profits perhaps used to expand the handbooks and so run more competitions, views of programmers, etc. What do other Readers think?

## H&D COMMENT

Below is Mr Barnsleys design which has the letters H&D in yellow on a sky blue background. We certainly welcome the logo idea and one or two other people have also sent in logo's recently. One current problem we do have is that there is a limit to the amount of artwork we can go for within the scope of a black and white printed handbook. We like the badge idea but at the moment most of our time here is taken in trying to improve the Handbooks and so leaves little time to explore such ideas. We always plan to improve the handbook whether it be more competitions or new articles, so badge or not we will always with your support aim to give you value for money.



Mrs. J. Hatton, of Leicester, wrote to say:-

Thankyou for my first copy of your C16/PLUS 4 handbook, I was very impressed with the contents, especially after buying some of the other magazines.

One point I would make is that when I bought my PLUS 4 from 'Comet' they pointed out that C64 software was not compatible as did every other shop. The price was my deciding factor - only £76.00 as opposed to £200. For that I got a 64K memory big enough for me to learn about programming and ten free games for my children. I am more than satisfied with my bargain model - the only trouble is I'm getting hooked on these games and the ironing is certainly suffering!

## H&D COMMENT

Who cares about ironing, no-one sees your crumpled clothes when you are sat in front of the tele playing on the computer!

## FORCE LOADS

If you sometimes incur difficulty loading the game using the normal 'LOAD' command it is sometimes worthwhile using 'LOAD',1,1' which should force the game to be loaded. It is certainly worth the try.

## HELP WANTED

K. Thomas of 14, Landsear Close, Worle, W-S-M, Avon BS22 9NL. Has has a loading problem with his tape 'Twin Kingdom Valley' by Bug Byte. It will not run once it finishes loading. When it loads the last part the screen freezes but there is no cursor for you to type run.

We ourselves do not have a Twin Kingdom Valley tape to try but can only say that if he tries the same poke and procedure as for say Dark Tower he may have

Aaron Gale of 52, Cromwell Grove, Polygon, Southampton SO1 2JF. Cannot get past Boris the Spider in Ghost Town, can anyone help.

D. Everton of 2, Sutton Drive, Trent Vale, Stoke on Trent, Staffs. Needs help getting past the sacred column in Ghost Twon.

F. Bissett of 50, Chelmsford Rd, Southgate, London N14 5PT. Is after help on 'Soceror of Claymorgue Castle' and also needs any help or pokes on 'Sword of Destiny'

R. Rainbird, of 62, Caniston Drive, Holmes Chapel, Crewe, Cheshire CW4 7UB is trying to obtain a copy of an American Publication 'guide book for winning adventures' by David and Sandy Small, published by Baen Computer books, it has 353 pages for US \$9 95 and deals in the main with Infocom adventures. If anyone has any information to help him in his search as wherever he asks he is met by blank looks

H. Baker, of 51, Southwood Drive, Coombe Dingle, Bristol, BS9 2QX. Is having trouble with Classic Adventure. How does he pass the snake!

## C16/PLUS 4 USER CLUB

George Cullen, who has contributed to the program listing item is willing to correspond with fellow C16/PLUS 4 owners who wish to learn and get more out of their respective machines. Any item of general interest will be published in this handbook. George Cullens address is below and please re-pay his efforts by getting in touch.

MR. G. Cullen,  
70, Offerton Lane,  
Offerton,  
Stockport.

## C16/PLUS 4 Compatibility Problems

Last issue we printed that certain C16 games would not run on the PLUS 4. We now know thanks to E. McNeill that 2 at least of those in question will work on the PLUS 4, those being Grandmaster Chess and Dark Tower full instructions are included in the game playing section.

## SOFTWARE FOR SALE OR SWAP

Fiona Bissett of 50, Chelmsford Rd, Southgate, London N14 5PT, has the following software for sale:-

Harbour Attack, Mayhem, Space Sweep, Invaders, Stellar Wars, Blitz, Fire Ant Tablets of Hippocrates (adv) and Beach Head.  
£21.00 for all 7 or send a list of swops.

D.J. Kane of 4, Ozanan Close, Fordley, Cramlington, Tyne and Wear NE23 7BW has games for sale all original, send S.A.E for list.

PROGRAM LISTINGS

Our thanks to E. McNeil of Birmingham and G. Cullen of Stockport for taking the time to send their program listings. We hope many others will now join in and follow their example.

Firstly G. Cullen of Stockport has sent in the following listings with the start to a game, his idea is for other people to add their own contributions to progress the game through various stages. An excellent idea we thought so get your programming heads on and continue George's good work.

```

5 REM***SETTING COLOR AND WINDOW***
10 PRINTCHR$(147):REM**CLEER SCREEN**
20 COLOR 4,10,4:REM***SET BORDER COLOR**
30 COLOR 0,8,7:REM***SET BACKGROUND COLOR**
40 POKE2021,20:REM**BOTTEM OF WINDOW**
60 POKE2022,5 :REM**TOP OF WINDOW**
70 POKE2023,5 :REM**LEFT OF WINDOW**
80 POKE2024,30:REM**RIGHT OF WINDOW**
90 PRINT CHR$(147)"I CAN SEE YOU THROUGH THE WINDOW"

5 REM***TI$ TIMER"
10 REM***KEEP TIME AS YOU PROGRAM***
15 REM***CLEAR SCREEN***
20 PRINT CHR$(147)
25 REM **TI$ CAN BE SET TO ANY TIME**
30 TI$="000000":REM *SET TIMER TO YOUR TIME**
40 PRINT TAB(14) CHR$(145);TI$:REM***PRINTS CURRANT VALUE OF TIMER***
50 REM *****CHR$(145)=CURSER UP****
60 GOTO 40

```

```

1 *****
2 :
3 :
4 :
5 *****
6 :
7 :
8 :
9 :

```

```

25 REM***3 MINUTE TI$
50 REM***THIS IS A 3 MINUTE DURATION***
100 REM***USING TI$ TO CONTROL***
110 REM***DURATION OF GAME***
115 REM***CHR$(144) CAN BE ANY COLOUR**
140 TI$="000000"
160 :
200 REM***MAIN LOOP****
205 :
210 REM***TIMER****
220 PRINTCHR$(147) TAB(14)CHR$(144)"TIME" MID$(TI$,3,2):" RIGHT$(TI$,2)
225 IF VAL(TI$)>259THEN400:REM END GAME:
390 GOTO 200:REM MAIN LOOP RESTART
400 END

```

```

1 REM***SEA GAME****
80 REM***PROTECT MEMORY****
90 POKE56,56:POKE54,56:POKE52,56
95 POKE51,0:POKE53,0:POKE55,0
100 V=53248:FL=0:SC=0
110 GOSUB1000:REM**SCREEN SETUP**

```

```

120 :
130 :
140 TI$="000000"
200 REM***MAIN LOOP****
210 REM***TIMER****
215 PRINTCHR$(19)
220 PRINTCHR$(145)CHR$(144)TAB(14)"TIME" MID$(TI$,3,2):" RIGHT$(TI$,2)
225 IF VAL(TI$)>259 THEN 400:REM END GAME
660 GOTO 200: REM**RESTART LOOP**
1000 REM***SCREEN SETUP****
1010 PRINT CHR$(147):REM CLEAR SCREEN
1020 :
1030 REM***COLOUR SEA****
1040 COLOR0,14,7
1050 FOR I=3312 TO 3991
1060 POKE I,160:POKE I+54272,6
1070 NEXT
1080 :
1090 REM***SEA BOTTEM****
1100 FOR I=3992 TO 4071
1110 POKE I,102:POKE I+54272,9
1120 NEXT I
1130 POKE 650,128:REM REPEAT KEYS
1140 :
1150 REM *****SCORE****
1160 PRINTCHR$(19) CHR$(144) "SCORE 000";SPC(16) "HI SCORE 000"
1170 RETURN
1180 :
1190 :

```

Secondly a program supplied by E Mcneil called Football Forecast.

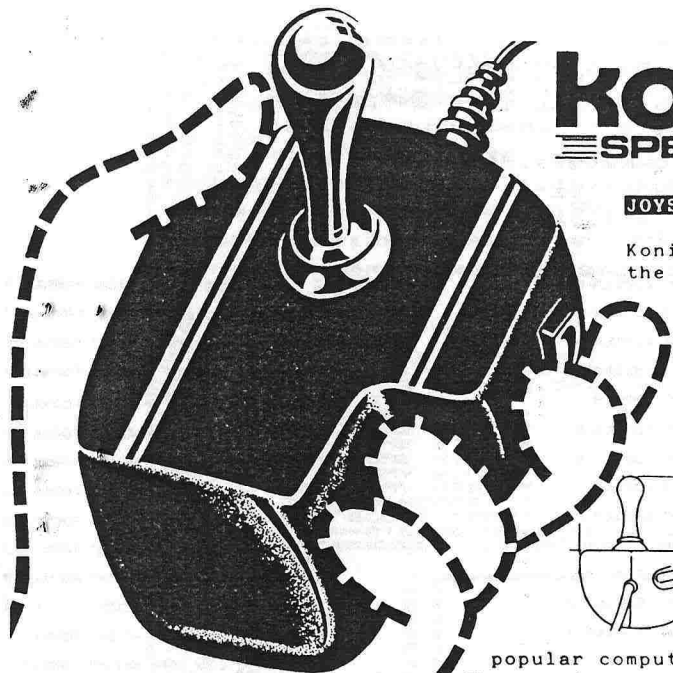
It is a program (for printer use only) to select results of all fifty-five games on the pools coupon. The user is asked to enter what he thinks will be the result of all fifty-five games, i.e (H)home (A)away (D)draw. The program is weighted with this data. If (H) is entered for game nol there is more chance of the computer picking a home but not always. The computer selections are then sent to the printer (also the weight mode entered) while on the screen the total number of (HOMES) (AWAYS) (SCORE DRAWS) and (NO SCORES) are shown as they are selected. I also enclose a print out from the program.

P.S E. McNeill has not won a first div (yet) with the pools program but he lives in hope!

```

100 REM *****
110 REM *****
120 REM *****
130 REM *****
140 REM *****
150 REM *****
160 REM *****
170 REM *****
180 REM *****
190 REM *****
200 REM *****
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1880 REM *****
1890 REM *****
1900 REM *****
1910 REM *****
1920 REM *****
1930 REM *****
1940 REM *****
1950 REM *****
1960 REM *****
1970 REM *****
1980 REM *****
1990 REM *****
2000 REM *****

```

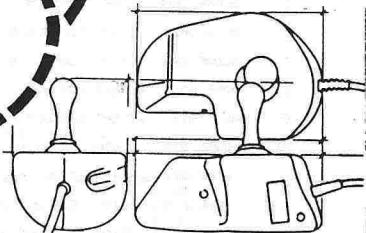


# Konix

## SPEEDING

### JOYSTICK REVIEW

Konix are a new name to the peripheral market and are based in Gwent. They have been publicising their new joystick in most of the



popular computer magazines. The new innovation with this joystick is its design which enables it to be held in the hand. The joysticks are available in both right and left handed versions.

Many of the people we tested the joystick on are by now used to the Quickshot II type and were at first a little put off by this new design. The joystick however soon became very popular and all the people who tried it found it more responsive than say a Quickshot II and so the heavy handedness was no longer required. The joystick is microswitch based and is very strong, and comes with a full years guarantee that apparently gives it a life expectancy of 10 million actions (we'll take their word for it)

One criticism of the joystick is the need for both hands and we know of one or two games that can also require key presses as well as joystick action and this may effect the playability of some games.

To sum up the joystick is very robust and is extremely comfortable to use and is well worth having a look at before you buy your next joystick.

R.A.P. £12.99

\*\*\*\*\*  
 \*\*\*\*\***GAME PLAYING HINTS/POKES/MAPS**\*\*\*\*\*  
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#### GAME PLAYING HINTS THIS ISSUE: (H=Hints, P=Pokes, M=Maps)

COMMANDO (H,M), DALEY THOMPSON STAR EVENTS (H), DARK TOWER (P), ESCAPE FROM PULSAR 7 (H), GRANDMASTER CHESS (H,P), GUNSLINGER (H), PETALS OF DOOM (H), PIRATE ADVENTURE (SOLUTION), SORCERER OF CLAYMORGUE CASTLE (SOLUTION,M), SPIDERMAN (SOLUTION), STRANGE ODYSSEY (H), TABLETS OF HIPPOCRATES (SOLUTION,M), TIME MACHINE (H), TREASURE ISLAND (M),TWIN KINGDOM VALLEY (M), WINTER OLYMPICS (H).

#### DALEY'S STAR EVENTS

If you find it hard to get past the mark, try circling the joystick.

#### DARK TOWER

To run the game on the PLUS 4. First of all type in POKE 65299,17. Ignore the weird screen then type.

Load

And enter. Start your tape and when 2nd weird screen appears type

RUN

And enter the game should then load and work.

#### ESCAPE FROM PULSAR 7

Add the rest of the ingredients after you have poured the water.

Can't get out of the first three rooms? How many objects are hidden in these rooms? It starts in the social room, in which you'll find a couch. On the couch are a note and a key. If you move the couch you'll find a light rod. Going south into a cabin and closing the door, will uncover a pillow on a bunk. Go to the bunk and move the pillow and you'll find another object - now return to the social room and go west to bedroom. Go to the bunk and examine it to find an air vent, which is your route to other parts of the adventure.

Move the couch, s, close door and go bunk and move the pillow, go vent press the white button after leaving the vent. In the maze go, north, west, up, down north, east, up and search the wreck, go bunk and remove the grill and jump. After leaving the crate go, south, east, down, down, north, west and up, fix the lathe and turn the square, vandalise the locker and fix the oven. To get out of the maze drop the lard and enter it. To make the drugged cake, drop the bottle raisins, flour and tin. Empty bottle, mix then get mix and bake cake. Feed the creature with the cake, wear the space suit and boots after jumping through the panel above the bunk and push the red button, go door, pull lever, go shuttle and push yellow.

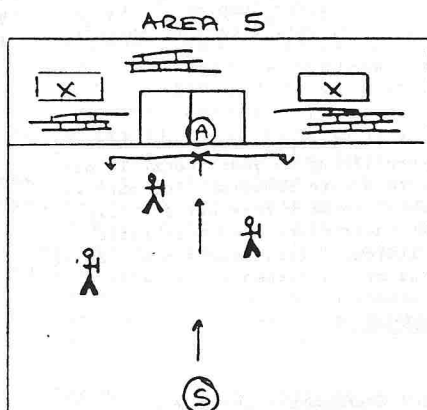
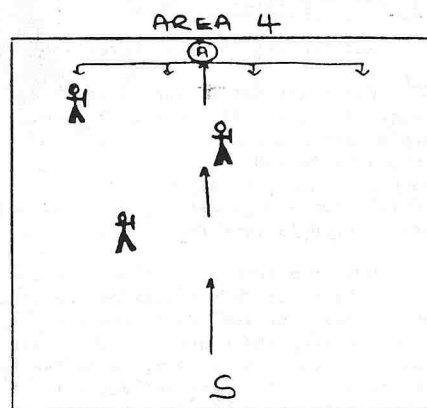
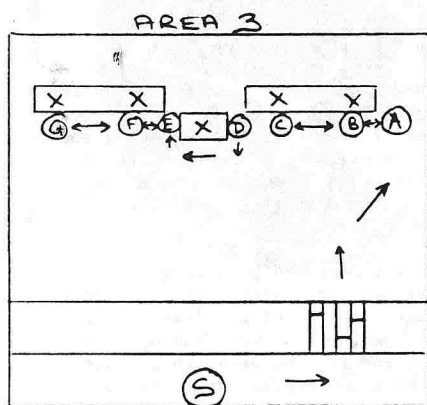
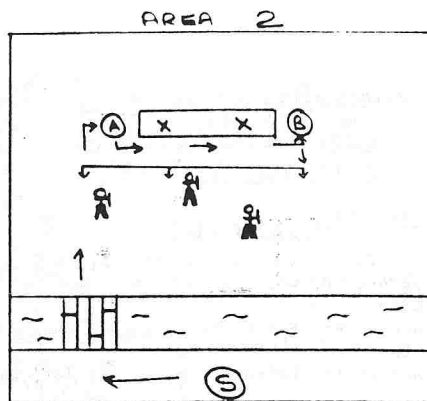
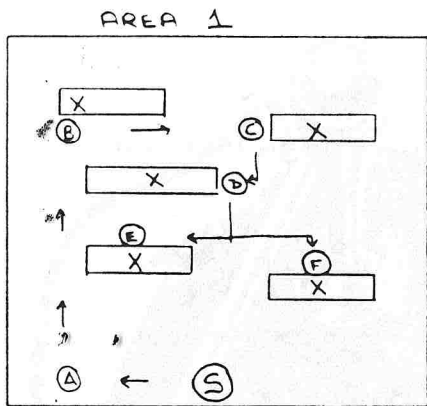
#### GUNSLINGER

When you shoot you will notice that a cursor lights up to show you where your shot registered and this is very useful when lining up your shots. To hit the outlaws it is best to stand just left of them before shooting. The outlaws will always go through 2 stages the first of which is when they are at their most vulnerable. This is when their arms are at their side. Once they raise their right arm they are liable to shoot you if your initial shots miss. So if you approach one it is best to ignore him if his arm is raised as there'll always be another to have a go at fairly soon after.

#### GRANDMASTER CHESS

For those who are having difficulty beating Grandmaster the tip is: When playing as (white) try the Kings gambit opening. The Kings gambit gives away a pawn for a quick attack, as Grandmaster C16 seems more content with material gain then dashing mating attacks, the Kings gambit seems an ideal weapon to exploit his waiting tactics.

The opening is named after the moves 1. E2-E4 E7-E5. 2. F2-F4.... here is a win against Grandmaster on level (1) using the Gambit. On level (2) Grandmaster plays a different move on his ninth move, but you can still win. If you can find this win graduate to level (3) using the Kings gambit. Good luck



KEY	
▬	TRENCHES
X	SNIPERS
♁	SOLDIERS WITH BAZOOKAS
≡	RIVERS
≡≡	BRIDGES

COMMANDO/SPACE INVASION FOOTNOTE

We have had one or two phone calls concerning the inlay to the above game, which quotes a game called Space Invasion. People are asking whether this is a planned sequel. In fact over in Germany the game is being marketed as Space Invasion as it was believed that the scenario and the title "Commando" may have upset our German friends!

COMMANDO

CRACKING THE 5 COMMANDO AREAS

AREA 1

On area 1 you should quickly move left and line yourself up with the sniper at A, move forward blasting away to kill this sniper and the rest of the screen should be a doddle. Move across to C, blast sniper, and down and across to D, blast sniper, and shoot both the snipers E and F in the back. (Well this is war you know), then on to area 2.

AREA 2

Here is where you get your first taste of the Bazooka carrying enemy. On occasion they are congregated on the left hand side and if so it is best to bide your time as you want to cross the bridge on the left. Once clear move quickly across the bridge and up to A, shoot this sniper from the side. Wait for the sniper at B to let of a shot then quickly run across to B. Shoot this one from the side. The Bazooka carriers are now easy meat and can be picked off from behind, then on to area 3.

AREA 3

This is a screen where a very responsive joystick is a must. Move to the right and wait for all the snipers to let off their first volley of fire ensuring that you line yourself up with the bridge. As the bullets fade out leg it across the bridge to A, when sniper B fires leg it across and blast him then get quickly back to A. When sniper C fires leg it across to him and blast him then go across to D, where the sniper can be shot from the side. Quickly go to E and when sniper F fires leg across and blast him then get back to E. When sniper G fires go across blast him, and then on to area 4.

AREA 4

Possibly the easiest area. You have 3 Bazooka carriers initially and you must dodge their fire and run up the middle of the screen to the back of the screen. Then it is a simple matter of picking them off from behind. Each time you kill all 3 make sure you quickly go to the back again as afurther 3 will appear. There are 12 Bazooka carriers in all, and then its on to area 5.

AREA 5

At last the fortress. Dodge the Bazooka carriers and leg it up to A. From A take out the Bazooka carriers making sure you do not wander to far out or left and right as the snipers might get you. Once they are taken out all that is left is the snipers in the windows. it took a little time for us to figure out how to cope with the rest of the area but we will leave the rest of area 5 to you to discover the best means of attack. (Are'nt we kind!)

GENERAL RULES

The snipers are always at their most vulnerable when they have let off a shot.

The bridges must be crossed at a specific point.

The Bazooka carriers will move across the screen at the same height and when they go to the edge of the screen they will reappear at the same height at the opposite side, so don't get caught out.



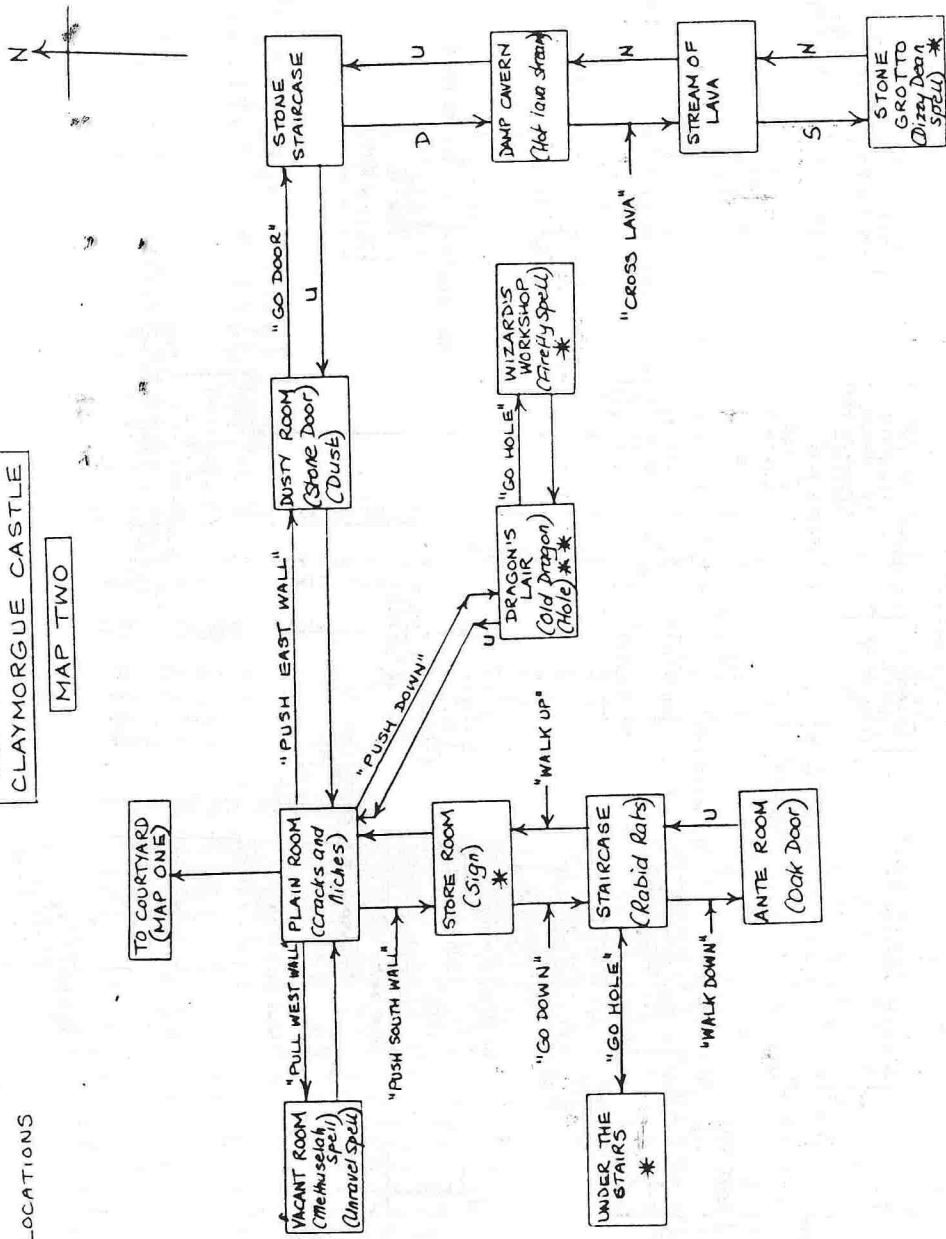




THE SORCERER OF CLAYMORGUE CASTLE

MAP TWO

\* STAR LOCATIONS



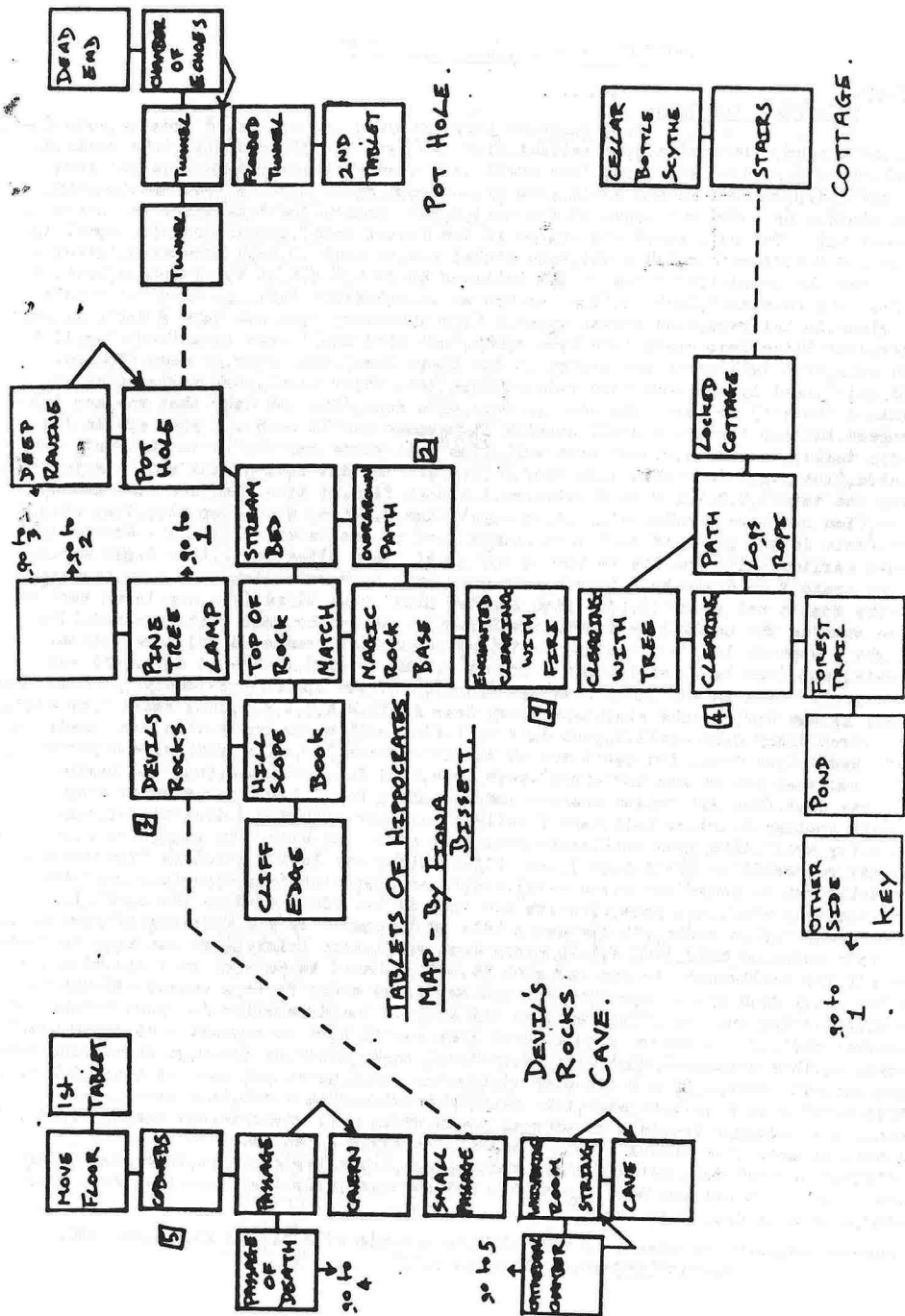
THE SORCERER OF CLAYMORGUE CASTLE

FULL SOLUTION

FROM START LOCATION:

Dig, (You have your 1st Star), go meat, hold breathe, swim down, take towel, swim down, swim east, u, open cabinet, (You now have the Bliss Spell), take crate, S, wring towel, drop towel, drop star, drop fire spell, drop seed spell, drop light squared spell, drop yohe spell, drop wicked queens spell, drop lycanthrope spell, look up, look battlements, (You see a tin can up there but leave it for now), W, pull lever, (The drawbridge is lowered), E, S, pull west wall, (The wall moves and you're in the Vacant Room), take methuselah spell, take unravel spell, E, N, drop methuselah spell, take wicked queens spell, E, cast unravel, W, (After a couple of moves the chandelier falls in the ballroom so go W, E, W, E, at the Fountain until it dyes), E, (from the Fountain), look up, (You can see an inaccessible left), go chandelier, take star, take glass, go ballroom, cast wicked queen, I, (for inventory - you now have a Magic Mirror), W, drop star, drop bliss, drop crate, take fire spell, take seed spell, take lycanthrope spell, S, push south wall, (The wall moves and you're in the Store Room), take star, go down, (You meet some rabid rats), cast lycanthrope, (the rats scuttle into their hole), look mirror, (You've changed into a ferret!), go hole, take star, go hole, walk down, (The oak door that you see leads to the Dungeon, but don't waste a spell opening it because you'll need all your spells for specific tasks), U, walk up, N, push east wall, (the wall moves and you're in the Dusty Room), cast seed, (the stone door opens), go door, D, (You see the Hot Lava Stream and this is where you dry the towel), U, U, W, N, W, go drawbridge, W, W, cast fire, at tree, (You see some ashes), look ashes, (You now have another star), E, go drawbridge, E, E, drop star, drop star, drop star, drop wood, (this is the piece of wood that formed part of the lever to open the drawbridge which broke earlier - it's no use to you in the game!), take bliss spell, take light squared spell, take crate, N, go drain, hold breath, swim down, swim down, swim down, swim down, examine bottom, (The moat's not yours!!), (You find another Star), cast bliss, (You are taken back to the field outside the castle), go drawbridge, E, E, E, go chandelier, cast light squared, (The light light - unheavy lamp - rises), go left, (the chandelier crashes down), take potion, throw crate, jump, (You land safely on the crate), W, take towel, S, push east wall, (the wall moves and you're back in the Dusty Room), go door, (which you opened previously!), D, cross lava (the towel is now dry), S, take star, take dizzy dean spell, N, N, U, U, W, N, drop towel, drop star, drop star, drop dizzy dean spell, S, push east wall, (the wall moves and you're back again in the Dusty Room), take dust, (you can't see it but it's there!), W, drink potion, look mirror, (It tells you that you're now invisible), push down, (you fall, unharmed, into the Dragon's Lair), throw dust, (The old dragon sneezes and reveals a hole), take star, examine dragon, (You obtain another Star), go hole, take firefly spell, take star, W, U, N, drop mirror, take permeability spell, take yohe spell, take star, take star, take star, take star, W, go drawbridge, W, W, east permeability, (it's dark!), cast firefly, (You are inside a hollow tree where a sign tells you to leave the stars here), drop star, drop star, drop star, drop star, drop star, drop star, east yohe, (You are now back in the field outside the castle), go drawbridge, E, E, E, go crate, (It now has a hole in it caused by you throwing it down earlier), go hole, take metal, go hole, jump, W, take dizzy dean spell, take bricks, (You now have to knock the can off the battlements so you can open it, but you must be sure of your aim with the bricks. The dizzy dean spell improves your aim but there seems to be a random element in it actually hitting the tin. If you miss, go and look at the drawbridge for your bricks and have another shot, if the bricks aren't there then you'll have to restart - so 'SAVE GAME' just prior to this exercise). Cast dizzy dean spell, throw brick, at can, W, go drawbridge, take can, open can, with metal, (it's a can opener), examine can, (you've got another star), E, E, drop can, drop metal, take star, take star, take star, take star, take methuselah spell, take towel, examine fountain, (It is a magic fountain of eternal youth which will reverse your ageing, rapidly!!), so you must balance this effect with the methuselah spell which does the opposite), go fountain, take star, east methuselah, go centrepiece, dry water, go shaft, take star, wring towel, east yohe, (You are now back inside the hollow tree), drop star, drop star, drop star, drop star, drop star, drop star, score.....END!

Final Message reads: "I've stered 13 TREASURES. On a scale of 0 to 100 that rates 100. FANTASTIC! You've solved it ALL!"



SPIDERMAN  
COMPLETE SOLUTION

W, jump, u, look crib, look crib, get gem, get formula, e, e, open doors, go lift u, u, u, push up, u, w, rip painting, get paper, open drawer, get gem, lower thermostat lower, go lift, look niche, get gem, d, look niche, get gem, d, look niche, get gem, d, look niche, get gem, w, w, n, n, drop all, get paper, get formula, s, s, e, go lift, u, u, w, s, get acid, get calc, n, n, mix chemicals, get calc, s, e, go lift, d, d, w, w, s, drop calc look corners, get gem, n, n, e, get block, w, s, e, go lift, u, u, u, w, raise thermostat raise, raise empty aquarium, get gem, drop aquarium, go lift, d, w, w, s, get chemicals n, n, make web, s, e, go lift, d, w, w, jump up, pull mesh, drop mesh, go duct, get gem, cast web, at fan, cast web, at button, needs to be repeated several times until fan stops, go fan, get gem, d, d, d, d, get octopus, hit electro, look octopus, get gem look electro, get gem, w, get gem, e, u, u, u, u, go fan, d, d, feel north, get gem, s, feel south, get gem, n, e, e, go lift, u, w, w, close eyes, w, push knob, turn knob, open eyes, get gem, e, e, go lift, d, d, w, w, n, n, drop all, get paper, get formula, s, s, e, go lift, u, u, u, w, lower thermostat, lower, lower, get desk, get couch, go lift, d, d, d, w, w, s, get connes n, n, e, get statue, w, s, e, go lift, u, w, w, jump up, go duct, go fan, d, d, d, d, get octopus, get electro, w, drop all, e, u, u, u, u, go fan, d, d, e, e, go lift, u, w, w, w, type start e, e, go lift, d, w, w, jump up, go duct, go fan, d, d, d, d, get newspaper, open newspaper get gem, u, u, u, u, u, go fan, d, d, e, e, go lift, d, w, w, n, look west, cast web at bio, get gem, n, drop all, score.

STRANGE ODDSSY

Push the red button and go door to leave the ship. In the vacuum, save the air to open and close the spacesuit. Jump from the ledge. If you want to shoot the boulder, set phaser to destroy, shoot boulder. In the Hexagonal room pull rod push rod, touch plastic, go curtain. To stop air running out connect air in alien ship, push black, push white. Push the button on the goggles, wear them, examine painting that is if you can't make anything of the picture. Get the belt from the sculpture, wear it, twist buckle. To open the hatch, pry it open with the piece of metal, if you want to find a power crystal, break off the rod in the hexagonal room. To get back to scout ship and planetoid pull rod, touch plastic, push rod touch plastic, go curtain. To find an ice diamond, drop the hound in the snow-storm and explore with the ice pick and phaser. Push blue button on the console.

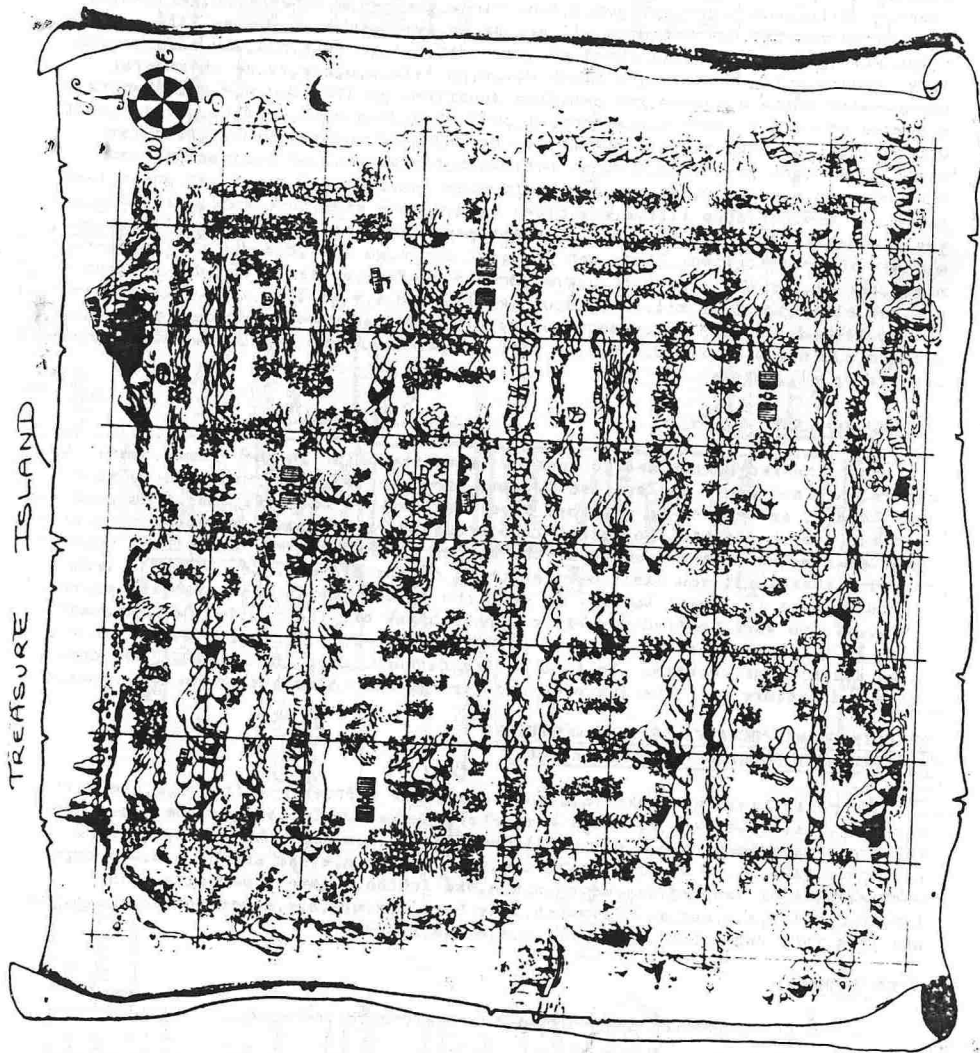
TABLETS OF HIPPOCRATES, FAWKES COMPUTING  
THE COMPLETE SOLUTION BY FIONA BISSETT

Start at trail, n, e, take logs, take rope, make raft, take raft, w, s, w, use raft take key, n, s, s, e, e, drop raft, use key, enter, d, take bottle, take scythe, u, out, drop key, break raft, take rope, w, w, s, w, fill bottle, e, n, n, n, empty bottle, n, use rope drop rope, take match, w, n, e, drop bottle, take lamp, e, n, e, use scythe, n, w, w, n, type abracadab, light lamp, strike match, n, n, n, use scythe, n, move floor, d, take 1st tablet, u, w, s, s, s, s, out, e, drop match, take bottle, e, n, e, n, n, enter pot-hole, e, s, use bottle, s, take 2nd tablet, n, n, w, out, s, s, w, s, s, s, s, end.

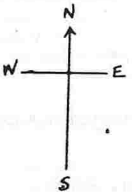
TIME MACHINE

Having problems with Sphinx? jam the lever with the rock.

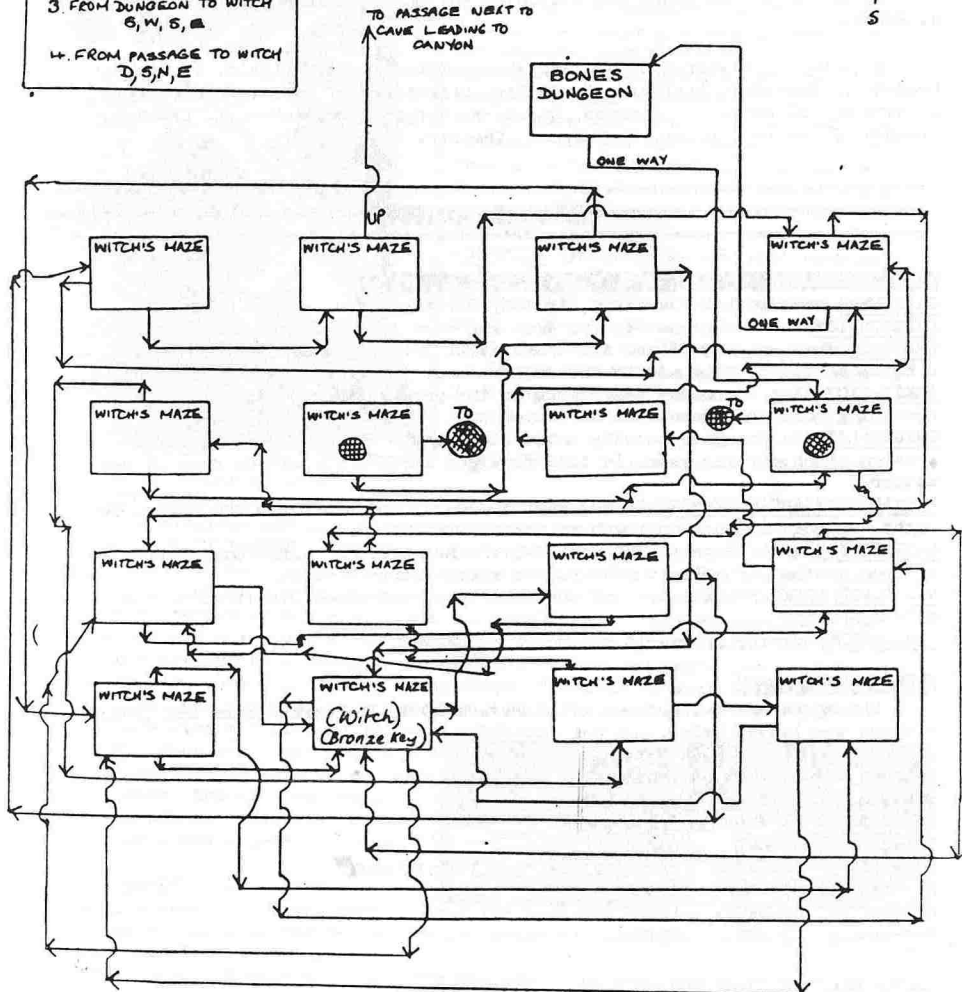
Wear protective clothing when smashing objects. To enter house you need to be wearing gloves to smash window.  
The key is behind the painting.  
The rigging is climbable.  
The bronto is vegetarian.  
To find crowbar you need a key. Open drawer and examine it.  
Dig on the island.  
Force open the plate with the hammer.  
Vandalise the generator.



TWIN KINGDOM VALLEY  
THE WITCH'S MAZE  
BY JR. BARNESLEY



- QUICK REFERENCE**
1. FROM WITCH TO PASSAGE E, E, S, U.
  2. FROM WITCH TO DUNGEON W, W, W, S.
  3. FROM DUNGEON TO WITCH S, W, S, E.
  4. FROM PASSAGE TO WITCH D, S, N, E.



NOTE: GIVE THE WITCH THE CRYSTAL BALL AND SHE WILL GIVE YOU THE BRONZE KEY. DO IT QUICKLY OR SHE'LL PUT A SPELL ON YOU!!



## WINTER OLYMPIC (SPEED SKATING)

Keep your finger on "Z" and press "X". Starting slowly and then start pressing it faster.

### ACKNOWLEDGEMENTS

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### GAME REVIEW SECTION

#### INTRODUCTION TO THE MAIN HEADINGS AND WHAT THEY MEAN

**GAME TYPE** What is it? Adventure, Arcade, Strategy, etc.

**DESCRIPTION** The background to the game and what it is you have to do in it.

**GRAPHICS** What are they like. Are there awful colour clashes, do they give you a headache, or do they add to the enjoyment of the game.

**IRRITATIONS** Are there any small bugs in the program that hinder play, or just something about the game that turns you off.

**ORIGINALITY** Is the game totally original in style or is it an improved version of an earlier game, is it a straight forward rip off or does it even matter.

**PLAYABILITY/ADDICTIVENESS** Is the game too hard, too easy, too confusing, just right, or does it just bore you to death.

**LASTABILITY** Will it keep you hunched over the keyboard hours, days, weeks, or even months. Or will it send you to sleep within minutes.

**VALUE FOR MONEY** Probably one of the most important items. Is it worth the selling price.

**CONCLUSION** Summing up has it succeeded or failed.

#### THE SCORING SYSTEM

The marks are awarded out of a maximum 100%. The percentages and their ratings are listed below.

Between 90-100%	(H&D RAVE)
Between 80-89%	(EXCELLENT)
Between 70-79%	(VERY GOOD)
Between 60-69%	(GOOD)
Between 50-59%	(AVERAGE FOR THAT TYPE OF GAME)
Between 40-49%	(POOR)
Between 30-39%	(RUBBISH)
Between 0-29%	(*#&@)

#### GAMES REVIEWED THIS ISSUE:

A.C.E. (PLUS 4 VERSION), BERKS TRILOGY, FLYER FOX, INDOOR SOCCER, MANIC MINER, MOUNT VESUVIUS, PHAROAH'S TOMB, POGO PETE, AND SPACE PILOT.



Last issue we took a look at the C16/PLUS 4 version of ACE and this issue we have a look at the full 64K PLUS 4 version.

**TITLE** ACE (PLUS 4 VERSION)

**PUBLISHER** CASCADE

**R.R.P** £10.95

**GAME TYPE** AIR COMBAT ARCADE

**DESCRIPTION** A vast invasion force has landed on your southern shores including tanks, helicopter gun ships, surface to air missiles and squadrons of fighters. This force is advancing ruthlessly and conquering your homeland. You have only 3 A.C.E. mark 2.1 combat aircraft at your disposal and you must destroy the enemy forces, driving them from your land your final task is that once the enemy starts to evacuate its forces you must destroy his fleet.

**GRAPHICS** As with the original version of A.C.E. you have a cockpit view which includes your various status dials, altitude, radar, fuel etc. You are also able to switch to a satellite intelligence map to locate the enemy your airbases and re-fuelling tankers. Animation is reasonably smooth and the combat sequences do take your breath away.

**IRRITATIONS** So much to do and with so

little time in which to do it!

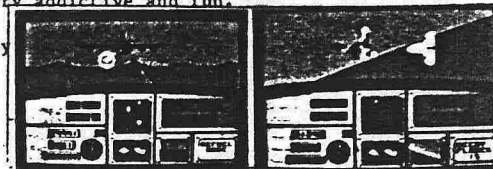
**ORIGINALITY** This takes the original version of A.C.E. to its limits and the new problems and missions add to the excitement. Original and very entertaining.

**PLAYABILITY/ADDICTIVENESS** There is so much to do in the game you have an option of skill levels as well as whether to play summer, winter or night time options. You must select which weapons you are to carry for each sortie. You can attack either ground forces or other aircraft but watch for guided missiles. You can refuel in mid air, land at your airbases to re-arm, refuel etc. You have the ability to eject out of a damaged aircraft and should you repel the land forces invasion you can have a go at the enemy ships. There is so much to do that it is hard to think that you will ever grow bored with the game and it is enough to drag you back time and time again, very addictive and fun.

**LASTABILITY** Many early hours we are sure will pass before this is put away to gather dust. The varying levels and options add tremendously to the lasting effect and enjoyment of the game.

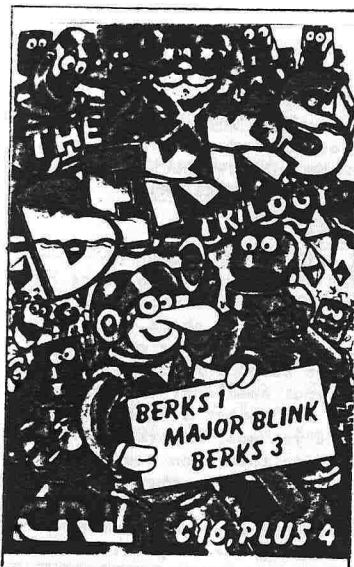
**VALUE FOR MONEY** Only a £1.00 dearer than the C16 version for at least 4 times the game. We did say that the C16 version was a little overpriced but we certainly cannot argue that point for this game. Excellent value for money.

**CONCLUSION** It would have been easy for Cascade to go away and add a few nice touches to their existing C16 version and have a salable plus 4 version. In fact cascade have developed a new and exciting game that takes the original to its full potential. A classic air combat game that has very few equals on any home computer.



#### A.C.E. THE SCORES

<b>GRAPHICS</b>	84%	<b>LASTABILITY</b>	91%
<b>ORIGINALITY</b>	91%	<b>VALUE FOR MONEY</b>	86%
<b>PLAYABILITY</b>	92%	<b>H&amp;D RATING</b>	93%
<b>ADDICTIVENESS</b>	94%		



**TITLE BERKS TRILOGY**

**PUBLISHER C.R.L**

**R.R.P £6.95**

**GAME TYPE ARCADE**

**DESCRIPTION** As you can probably appreciate from the title, there are 3 games in one on this cassette. The first game Berks features you as a Terror Tank, your mission to clear each territory of mindless Berks (little figures) to hinder your task are drones which home in on you and can only be temporarily stunned, clear a territory and you replenish your energy and move onto the next. The second game Major Blink is a Pacman Variant you play the role of Major Blink who rushes around a grid painting in the blocks. The homing drones are here again and bears will also rub out your paint work. Only when a full grid is painted can you proceed to the next zone. Berks III has you back in the role of the Terror Tank and you penetrate the city of Berks to collect 21 keys to gain access to an inner sanctum to get 4 more, then the heart of the inner sanctum to get another 10 before you can make it to the treasure and

complete the game. The berks and drones are there again plus explosive blocks.

**GRAPHICS** Nothing exceptional in any of the 3, but nice and colourful and reasonably well animated throughout.

**IRRITATIONS** The beauty about a compilation is that given the fact the games are reasonable you can swap and change if you get fed up of one. Berks I and III are similar in play and could be the same game but Major Blink is a nice restbite

**ORIGINALITY** These are games that C.R.L have released in their own right and these styles of compilations are always welcome. The game style is a little dated but good fun.

**PLAYABILITY/ADDICTIVENESS** Berks I this game is quite difficult and maddening there are a certain number of Drones you must destroy in each territory and your energy level acts as a time limit, you have lasers but to make things a little more difficult you cannot fire whilst moving. Every 20,000 points you get an extra life but be warned the game is not easy but is reasonably addictive. Major blink is perhaps the simplest of the three games but in our opinion is the most enjoyable. Each screen has a different scoring system and you can lose points if the bears wipe out your handy work. A touch of strategy does creep into this game and if you like the pacman type of game this is very enjoyable Berks III is very similar to I, but appears even harder and surviving is no easy task. You are given 5 lives and can gain upto 9 by collecting hearts that are spread about the city. This game is far more challenging than the first and you can move from screen to screen without necessarily finishing one which helps if things get tricky. In infuriating but reasonably addictive.

**LASTABILITY** 3 games of reasonable quality that should keep players happy for a good deal of the time.

**VALUE FOR MONEY** As a 3 game compilation certainly worth the £6.95 price tag. If you do already have one or two of the Berks games this does have a detrimental effect on value with none of the 3 worth such a price tag on their own, but take any 2 from 3 and you have good value for money.

**CONCLUSION** There are a great many C16/PLUS 4 owners who may not have played any of the Berks games and if you like good fast arcade action then this is ideal. It is difficult to get fed up with 3 games to choose from, the reviewers personal favorite tended to be Major Blink but all three are very good. As far as scoring deduct 15% if you have 1 of the Berks games or 30% if you have 2.

**BERKS TRILOGY THE SCORES**

<b>GRAPHICS</b>	<b>68%</b>
<b>ORIGINALITY</b>	<b>73%</b>
<b>PLAYABILITY</b>	<b>85%</b>
<b>ADDICTIVENESS</b>	<b>79%</b>
<b>LASTABILITY</b>	<b>78%</b>
<b>VALUE FOR MONEY</b>	<b>81%</b>
<b>H&amp;D RATING</b>	<b>80%</b>

**TITLE FLYER FOX**

**PUBLISHER BUG BYTE**

**R.R.P. £2.99**



**GAME TYPE ARCADE AIR COMBAT**

**DESCRIPTION** You are flying the worlds most advanced defensive weapon...flyer fox. Your mission is to escort a jumbo jet through skies swarming with enemy fighter craft. **GRAPHICS** Half your main screen is made up of your cockpit view, certainly one of the easiest instrument panels we have seen on a computer aircraft, and the top half your view of the outside sky and sometimes ground. Animation of the aircraft is not too bad but fairly boring to watch especially after playing Skyfox.

**IRRITATIONS** Not a big game content and the game gets quite boring after an hour or even less.

**ORIGINALITY** An air locate and shoot 'em up, not very original these days, certainly nothing special; even the one or two commands spoken, do not help the game any.

**PLAYABILITY/ADDICTIVENESS** You are able to use your scope which shows the position of enemy aircraft in your vicinity, and you are

able to bank and climb quite easily. The Jumbo is the bait for the enemy and you must stick quite close to it as its destruction ends the game. You also keep an eye on your fuel level as should it reach zero you will crash whatever state the Jumbo is in. To destroy the enemy aircraft you must have them in the centre of your sights, and your computer will warn you when this happens. If you respond quickly and fire your missile it will lock on and destroy the craft. The game initially is quite fun but after 4 or 5 attempts it begins to pale. There is just not enough to do in it, and even as you progress through the levels the game play remains exactly the same, if only a little more difficult.

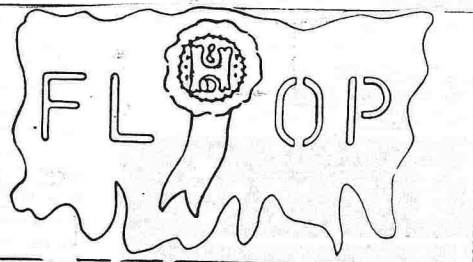
**LASTABILITY** Not a great many hours of enjoyment from this one, thankfully it is reasonably cheap.

**VALUE FOR MONEY** One of Bug-Bytes £2.99 range, but it would have been far better value at £1 cheaper.

**CONCLUSION** Bug-Bytes have produced a range of £2.99 games. This is probably one of the best. A game that perhaps may appeal to the younger player, but is still over priced at only £2.99

**FLYER FOX THE SCORES**

GRAPHICS	62%
ORIGINALITY	62%
PLAYABILITY	72%
ADDICTIVENESS	56%
LASTABILITY	59%
VALUE FOR MONEY	75%
H&D RATING	63%



**TITLE** INDOOR SOCCER  
**PUBLISHER** MAGNIFICENT 7  
**R.R.P** £4.95  
**GAME TYPE** FOOTBALL SIMULATION

**DESCRIPTION** This is your chance to play football either against the computer or a friend. The game is split in to 2 halves, of 5 mins and as it is indoor soccer you can bounce the ball off the side walls. There are 3 levels of play, easy, medium and hard.

**GRAPHICS** O dear we are off to a bad start with this one, the attribute problems are horrendous and its hard to find out who's on your side. The animation is very poor and even the pitch markings look horrible.

**IRRITATIONS** It is dreadful.

**ORIGINALITY** There are not a mass of football simulations about, World Cup being the only one that springs to mind. There was certainly room for an Indoor football game but this version was a bad mistake.

**PLAYABILITY/ADDICTIVENESS** The game is virtually unplayable because of the attribute problems never mind trying to master the so called skillful manoeuvres with the ball you apparently can learn. To kick the ball you press fire and the longer you hold down fire the stronger the kick, this proves very difficult to master. One nice touch and the only nice touch's are the penalty sequence and the ability to keep fouling players in the hope that they will start fighting not one person who started to play this game finished one match, not even one half. It is awful.

**LASTABILITY** If you are unfortunate enough to have bought this it may be a worth while investment as its doubtful many will be sold and it may become a collectors item.

**VALUE FOR MONEY** Just think what else you might do with £4.95

**CONCLUSION** Magnificent 7 are new to the software scene and if you have seen their recent adverts a right motley bunch they look too. If this is the standard they are going to release then their venture into the software jungle will be very short indeed. This is the worst game we have seen in a long time.

**CONTROLS** Joystick or keyboard.

**INDOOR SOCCER THE SCORES**

GRAPHICS	8%
ORIGINALITY	52%
PLAYABILITY	33%
ADDICTIVENESS	15%
LASTABILITY	12%
VALUE FOR MONEY	22%
H&D RATING	17%



**TITLE** MANIC MINER  
**PUBLISHER** SOFTWARE PROJECTS  
**R.R.P.** 6.95

**GAME TYPE** Arcade

**DESCRIPTION** You play the role of miner Willy who whilst prospecting down Surbiton Way, stumbles across an ancient long forgotten mineshaft. On going deeper he finds evidence of a long lost civilization far superior to our own who had developed Automotons to dig into the Earths Core to supply the rich Raw Materials required by their advanced Industries. Their Industry and machines were left abandoned after a long and dreadful War. Unfortunately they neglected to tell the Robots to stop working and over hundreds of years they had accumulated a vast stockpile of valuable metals and materials. Willy now realises he has the opportunity to make his fortune by finding the Underground store and so starts his and your mission to become rich men.

**GRAPHICS** This is a very basic dodge and collect game and although the Graphics do not take your breath away they are very clear on each screen and uncluttered very useful

considering some of the tight spots you can find yourself in. Nicely detailed and pleasing to watch.

**IRRITATIONS** A great many of the C16/Plus 4 Arcade style games are a little slow in play and this is no exception. Fortunately as far as this game is concerned you need a relatively slow pace to give you time to practice your strategy. Too slow for some perhaps but for the majority it will do nicely.

**ORIGINALITY** This is a game in the Bigger mode but certainly more playable. This game was in fact was one of the early classics on the Spectrum machine and spawned many games of the same style and even its own follow up Miner Willy games. It first appeared over 2½ years ago and has been a long time coming on this machine. It may be dated as far as years but still remains highly original and entertaining.

**PLAYABILITY/ADDICTIVENESS** There are many screens to explore, and within each you have to collect a certain number of flashing objects and only then can you leg it down to a Portal to be transported to another chamber. You start the game with 3 lives and on your travels there are various nasties to look out for, including spiders, robots, penguins, ostrich's, Willy eating Pac men, even man eating toilets, plus many other weird creatures, and this does not even allow for the natural hazards such as collapsing floors, poisonous pansies, stalectites, and moving floors. For each screen you are given a full oxygen tank, this steadily decreases but in fairness as long as you plan your strategy to get through a screen your oxygen should never reduce to zero, but it pays to be quick as when you collect the required number of objects and get back to the Portal the amount of oxygen left will increase your score bonus. Within the game there is no



mention of how many screens there are and within a few attempts we had reached the 6th screen. The game will appeal to a wide range of players and ages and is very addictive.

**LASTABILITY** It is a little naughty of Software Projects not to mention how many screens are in the game. It is a game that will keep you playing for a long time but there is just a small question mark over lastability depending on the number of screens.

**VALUE FOR MONEY** No complaints.

**CONCLUSION** Some of our reviewers had played the Spectrum version of this game many times and there was a genuine feeling of nostalgia. It may have been possible for this to taint the review, but the game is very good fun for all the family, which is nice to see these days. Perhaps a little too slow for the hardened shoot em' up Ace but on the whole it has been a long time coming and is well worth the wait.

#### MANIC MINER THE SCORES

GRAPHICS	68%
ORIGINALITY	77%
PLAYABILITY	86%
ADDICTIVENESS	78%
LASTABILITY	72%
VALUE FOR MONEY	82%
H&D RATING	80%



#### TITLE MOUNT VESUVIUS

PUBLISHER TYNESOFT

R.R.P £6.95

GAME TYPE ARCADE

**DESCRIPTION** You are in control of a rescue helicopter sent to the slopes of an erupting Mt Vesuvius, your mission is to rescue the trapped shepherds (what about the sheep!) and farmers from the hillside homes before they are engulfed by the lava flow.

**GRAPHICS** The inlay boasts superb graphics which is a definite over statement, they are blocky and animation is poor. The playing area scrolls across from left to right and is approximately 5 screens wide. The lava comes from the far right and is as unimpressive looking as the rest.

**IRRITATIONS** Very poor game content Tynesoft are back to their old ways.

**ORIGINALITY** Obviously based on Elites Airwolf and is by no means superior, an interesting scenario that unfortunately is badly let down by the resultant game.

**PLAYABILITY/ADDICTIVENESS** There are certain problems as well as the erupting volcano that have to be encountered. At any one time your helicopter can only pick up 5 cable car (base) to unload before you have to rescue the total number

passengers and then must return back to the going back for more. Another problem is fuel begins to run low. To complete the game

of people from the valley and there is a minimum rescue amount which must be achieved to be able to carry on in the game. As the lava flows from right to left there is a feel of excitement as you attempt to rescue the people from the houses nearest the volcano before they are covered by lava, but after ten minutes play the game starts to become a little tedious and simply going back and forth is pretty boring.

**LASTABILITY** Probably a game that will appeal to the younger player and moves at a pace to suit the people who are not good arcade players, but overall very disappointing.

**VALUE FOR MONEY** Would have been reasonable at £1.99 at £5.00 dearer poor value for the game that you get.

**CONCLUSION** Tynesoft continue to produce a mixed bag of software, of which unfortunately most are poor games. At the best this is only an average game and very poorly priced, worth a go for the younger player but in the main we believe that you should steer clear of this one.

#### MOUNT VERSUVIUS THE SCORES

GRAPHICS	61%
ORIGINALITY	48%
PLAYABILITY	62%
ADDICTIVENESS	54%
LASTABILITY	47%
VALUE FOR MONEY	49%
H&D RATING	51%

#### TITLE PHAROAH'S TOMB

PUBLISHER MAGNIFICENT 7

R.R.P £4.95

GAME TYPE ARCADE ADVENTURE

**DESCRIPTION** You are an intrepid explorer searching in the 'Valley of the Kings' you stumble across hieroglyphics telling of the reign of evil imposed by an ancient Wizard. The symbols tell also of a key that can be used to unlock the power that lies dormant in the sacred 'Triangle of the Gods' at the centre of the pyramid, when the wizard was alive he smashed the key into 4 pieces which now lie scattered throughout the pyramid, you have to locate the 4 pieces and reassemble the key and activate the 'Triangle of the Gods'. Once inside his domain of terror may be ended.

**GRAPHICS** There are many locations to explore within the pyramid and you look down at the screens which have a 3d perspective, your man can move to the front and back of a chamber and of course left and right. The animation is not brilliant and there is a good deal of colour clash problem. The various chambers do become a little repetitive.

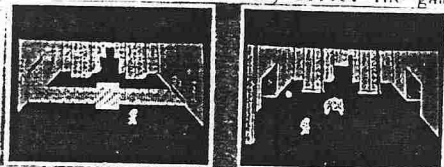
**IRRITATIONS** There is not a great deal to do in the game. Quite simply you have to work your way around the chambers dodging the various nasties and hoping to find the bits of key.

**ORIGINALITY** This is entitled a graphical adventure but there is very little of what can be called adventure, quite simply arcade action in an unusual but lack lustre pyramid scenario.

**PLAYABILITY/ADDICTIVENESS** There is no doubting that the pyramid is large and does take quite a good deal of exploring. A map would certainly come in handy especially so that you can remember which chambers specific nasties are in. Mummies and giant spiders are amongst your adversaries and as soon as you enter a chamber they will make a direct line for you and you need a fair amount of



skill to dodge them and stay alive. The game is not the most exciting although mapping it may provide some entertainment, but overall very disappointing and not very addictive. **LASTABILITY** There are 4 parts of the key to find and getting just one certainly gives you an added incentive to go for more but overall many will give this game up



very early on, and there are far better about. **VALUE FOR MONEY** Cheap at £4.95 but with respect a £1.99 budget price tag may have been nearer the mark. **CONCLUSION** This is one of Magnificent 7's first games and is a poor one to start with. Their advertising for the game boasts excellent, hi-res graphics but unfortunately these as does the game itself falls well below the standard of other current software available for the C16/PLUS 4 elsewhere.

**PHAROAHS TOMB THE SCORES**

<b>GRAPHICS</b>	<b>58%</b>
<b>ORIGINALITY</b>	<b>67%</b>
<b>PLAYABILITY</b>	<b>66%</b>
<b>ADDICTIVENESS</b>	<b>47%</b>
<b>LASTABILITY</b>	<b>51%</b>
<b>VALUE FOR MONEY</b>	<b>44%</b>
<b>H&amp;D RATING</b>	<b>48%</b>



**TITLE** POGO PETE  
**PUBLISHER** TYNESOFT  
**R.R.P** £6.95  
**GAME TYPE** ARCADE  
**DESCRIPTION** You are in charge of a young boy on a pogo stick and your duty is to make sure that a childrens adventure playground is safe. To make each screen safe you must place a tile exactly in the right place then to prove the screen is safe Pogo Pete must make it across from left to right without touching the ground.  
**GRAPHICS** The game contains 24 screens and although we did not get through them all, the early screens are very good. They are bright and colourful and the animation is very good below the playing screen is your very important bounce meter.  
**IRRITATIONS** With respect to the game the first part of completing each screen is monotonous although the second part is good fun. The first part just has you bouncing around looking for somewhere to place a tile and its just a little boring.  
**ORIGINALITY** There is certainly very little of a similar

style available on the C16/PLUS 4 and this is highly original, probably one of the best and original certainly as far as Tynesoft are concerned. **PLAYABILITY/ADDICTIVENESS** As already mentioned to each screen there are 2 main parts one is to bounce around finding the right spot to put a tile, the correct position is greeted by a high jump in the air by Pete. The second part and more interestingly is the task of crossing a screen using the various obstacles. Pete goes into dare devil mode and must cross the screen without touching the floor to progress to the next screen. To help there are elevators and certain objects that can be stood on. Your bounce meter is very important when you move it decreases and when you are still it increases. To get onto some objects you have to build up a good deal of bounce but should your bounce meter reduce to zero, another failure. The game is far from easy and 24 screens is plenty to go at, it is quite addictive and should keep you interested for a reasonable period.  
**LASTABILITY** The early screens at least are well laid out and each presents its own unique challenge. Certainly not a classic but one that should give many hours of maddening fun.  
**VALUE FOR MONEY** Nicely priced at £6.95 and certainly better value for money than some of the dearer competition.  
**CONCLUSION** So Tynesoft continue to confuse us, not long before we were hating their Mount Vesuvius offering and now they throw this fun little program at us. It is probably the best that they have done so far and we just wish they would be more consistant.  
**POGO PETE THE SCORES**

<b>GRAPHICS</b>	<b>81%</b>
<b>ORIGINALITY</b>	<b>86%</b>
<b>PLAYABILITY</b>	<b>82%</b>
<b>ADDICTIVENESS</b>	<b>79%</b>
<b>LASTABILITY</b>	<b>76%</b>

<b>LASTABILITY</b>	<b>76%</b>
<b>VALUE FOR MONEY</b>	<b>78%</b>
<b>H&amp;D RATING</b>	<b>79%</b>

**TITLE** SPACE PILOT  
**PUBLISHER** ANCO  
**R.R.P** £7.95  
**GAME TYPE** ARCADE  
**DESCRIPTION** The space craft of the legendary hero, (you) roams the sky under constant attack by alien ships, who's one aim is to destroy you  
**GRAPHICS** Your ship although positioned in the centre of the screen flies around space blasting the aliens. The passing stars give you the feel of which direction you are flying in and although there are not a great deal of different craft involved in the game the graphics are very clear and certainly of arcade quality and explosions are reasonably effective.  
**IRRITATIONS** Although your crafts speed is not very fast it does take a good deal of skill and timing to negotiate the various stages of the game. This is a plus point as far as irritation is concerned.  
**ORIGINALITY** Not the most original scenario that you will come up against for a game but certainly one of the best executed we have seen on these machines.  
**PLAYABILITY/ADDICTIVENESS** There are plenty of alien craft flying about many in battle formation. They have heat seeking missiles and your best defence is to try and dodge them. There are various stages to the game and a time limit for each stage, you start the game with 4 spacecraft and get 1 extra when you score 10,000 points and then 1 more at every 20,000 points after that. There is not a great deal of room to manoeuvre on the screens so you have to be quite quick to avoid a nasty crash with one of the nasties or a missile. The game is very simply a shoot em up and is of a reason-



able pace to suit even those who do not rate themselves as good arcade players. May be a little slow for the real arcade whiz kid but for a simple game it is quite addictive.

**LASTABILITY** This must go down as a nice time filler and one where you can always go back to try to beat your last high score.

**VALUE FOR MONEY** Slightly overpriced for the game content but certainly one of the best space shoot em ups about and as good as the Xargon series from Gremlin. Reasonable value for money.

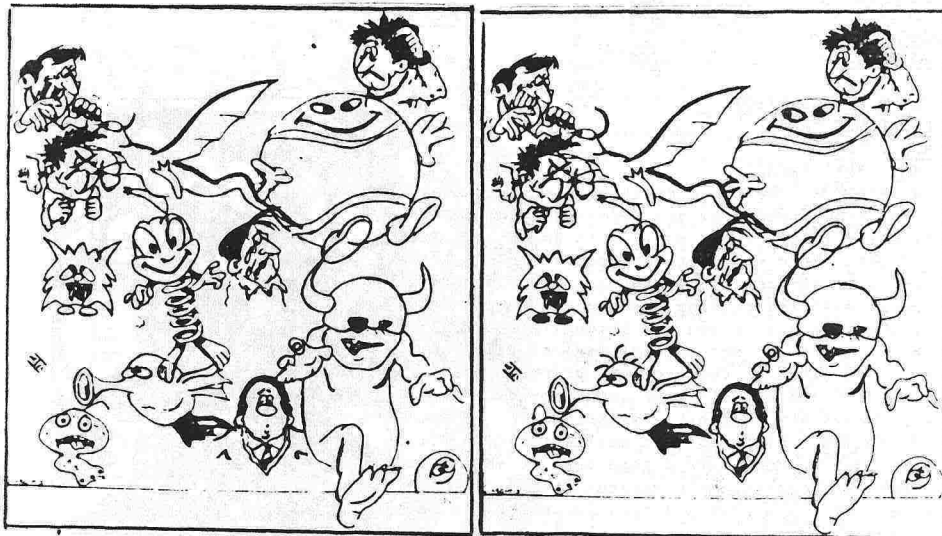
**CONCLUSION** On the basis of their early releases Bongo and now this, there is no doubting that Anco are producing good quality software for the C16/PLUS 4 which is nice to see. This game is simple but effective and fun to play. A little question mark over lastability but well worth a look.

#### SPACE PILOT THE SCORES

<b>GRAPHICS</b>	<b>81%</b>
<b>ORIGINALITY</b>	<b>73%</b>
<b>PLAYABILITY</b>	<b>77%</b>
<b>ADDICTIVENESS</b>	<b>75%</b>
<b>LASTABILITY</b>	<b>66%</b>
<b>VALUE FOR MONEY</b>	<b>68%</b>
<b>H&amp;D RATING</b>	<b>71%</b>

#### ISSUE 3 SPOT THE DIFFERENCE

Can you spot 10 differences between the 2 drawings below (solution next issue).



#### ISSUE 2 SPOT THE DIFFERENCE SOLUTION

1. Bridge has a black border
2. Drawbridge tops black
3. Top of the castle no tower
4. Sun has longer rays
5. Drawbridge extra slit window
6. Goblet has black top
7. Extra tuft of grass
8. No line between C16 and PLUS 4
9. Longer mast on small boat
10. Line missing on cliff face

#### D. Smith of Macclesfield sent in the following

Here is a quiz for the 3rd issue. Rearrange these computer games.

- |                |                 |
|----------------|-----------------|
| 1. CMMONAGIKEY | 6. ZTIBL        |
| 2. COTTY ONXE  | 7. NKCOMAR      |
| 3. HSKYWAK     | 8. OPHFIT       |
| 4. PPZIAETEZ   | 9. EVGJACKOASTP |
| 5. PPEEDITCES  | 10. EEAVCIGFHTR |

Answers next issue.

#### BACK ISSUES

Issues 1 and 2 are still available at £1.00 each.

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